

Lesson 1: How to Add Fonts to Designer

The first thing we wanted to add to this book is how to download new Fonts into Designer. The resource we use the most is DaFont.com.

Having a huge repertoire of great Fonts ready-to-use in the Designer program is a very beneficial thing. We think for new users, this is the most important thing to learn when first starting out.

Ready to add a new Font to Designer?

Go to <http://www.dafont.com/>

Type **Harry P** in the search bar (see black rectangle).

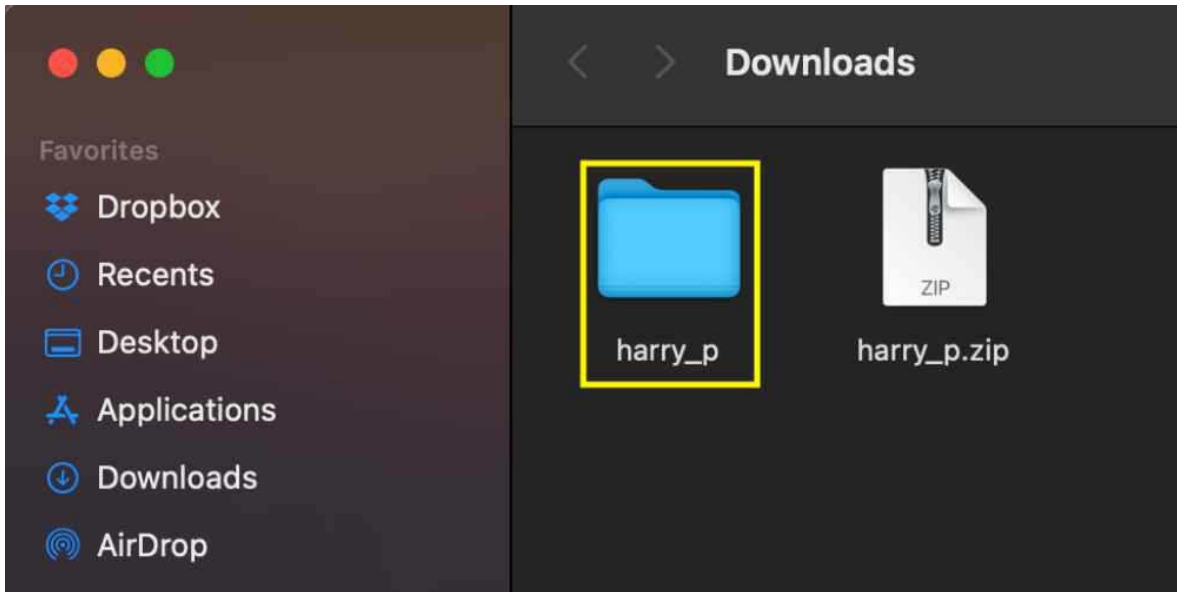
The screenshot shows the DaFont.com website interface. At the top, there are navigation links: Themes, Authors, Forum, Submit a font, New fonts, Top, FAQ, and Tools. A search bar at the top right contains the text 'harry p' and a 'Search' button. Below the search bar, there is a list of commercial fonts with search bars and 'Search' buttons for 'fonts.com' and 'MyFonts'. A red banner indicates '1 font on DaFont for harry p'. Below this, there is a preview section with a text input field, a 'Fonts' dropdown set to '25', a 'Show variants' checkbox, a 'Size' dropdown set to 'Medium', and a 'Submit' button. The font 'Harry P' by Phoenix Phonts is displayed in a large, stylized font. To the right of the font name, it says 'in Fancy > Various', '5,286,042 downloads (2,618 yesterday)', '137 comments', and '100% Free'. A 'Download' button is located at the bottom right of the font preview area.

Click on **Download** on the next screen.

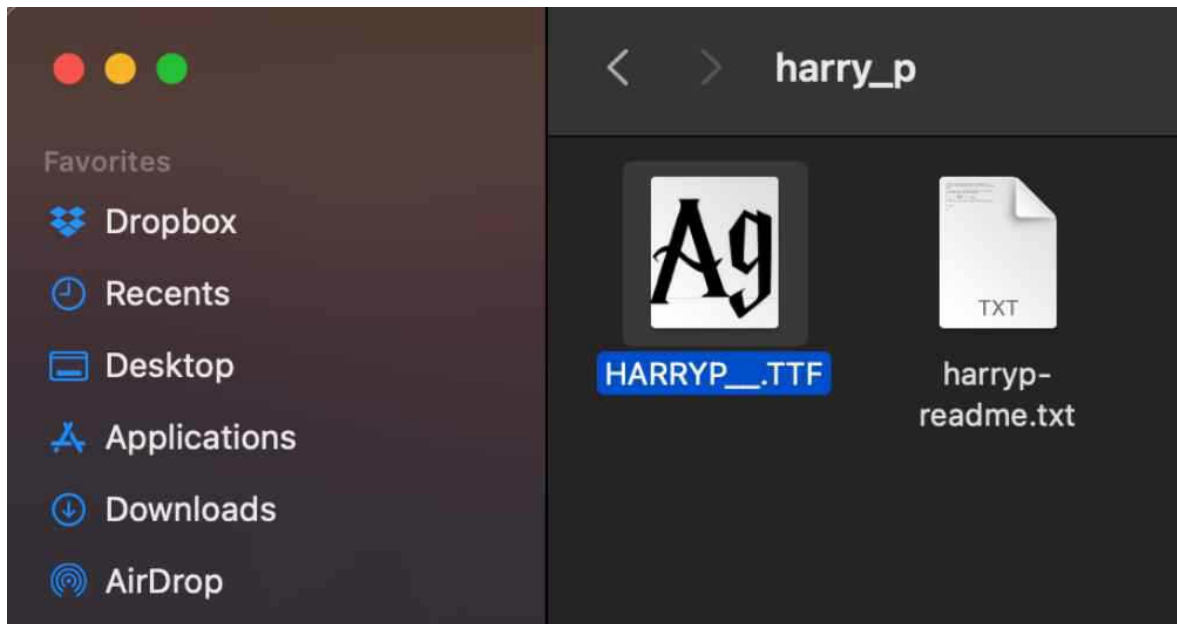
Note: dafont.com is in our opinion the best website for great new fonts. Look above the Download button to see that this Font is 100% Free. This is important because many Fonts on this website are free for personal use, but not for commercial use. Make sure you either only download 100% Free Fonts or contact the creator of the Font you want and chat with them about obtaining a license.

Double-click on the **.zip file** and its folder will open (see yellow rectangle).

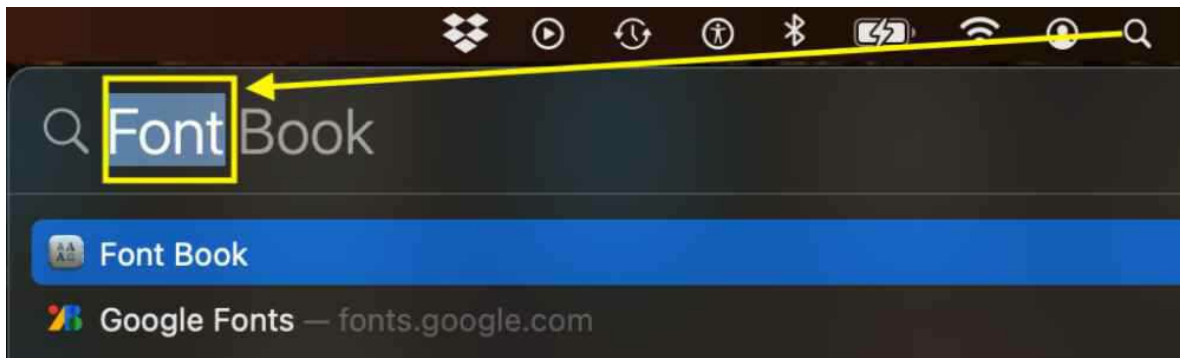
Note: You may have to use a third-party downloader app to open the .zip file.



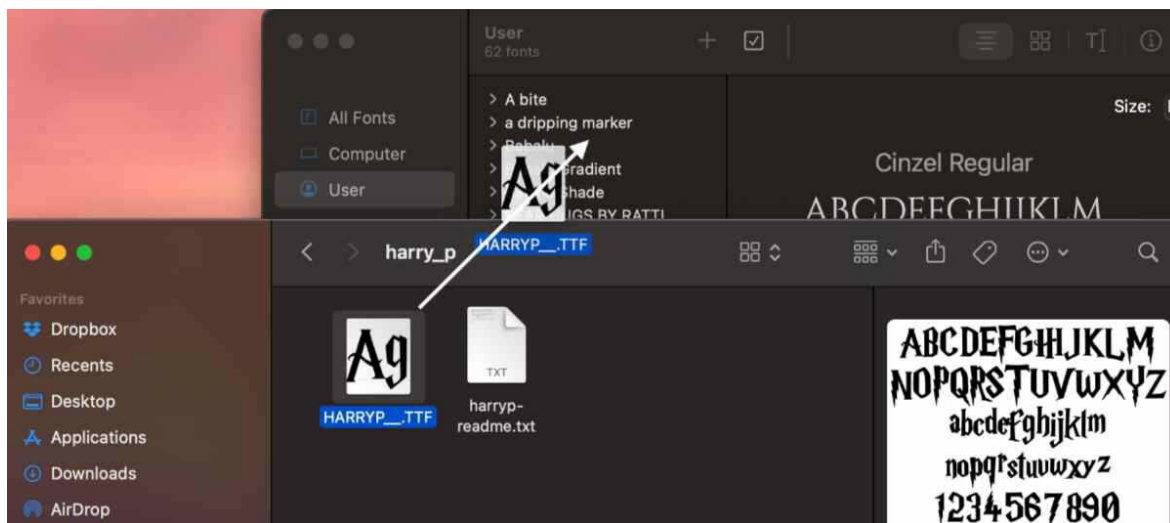
Click on the **.TTF file** so it's highlighted. This .TTF (or .ttf) file is what you need in order to add any Font to your computer. This is true for all Fonts you'll find on DaFont and other Font websites.



Go to your **computer's search bar** (for Macs, it's in the top right of the screen and for Windows it's in the lower left corner of your screen) and *type* **Font**. This will open your computer's Font folder.



Click on the highlighted **.TTF file** & *drag* it into your **Font folder** (see white arrow for this action).



Done. Now, you got a cool new Font added to not only your computer, but also to all Serif Affinity programs (Affinity Designer, Photo, Publisher).

Note: We highly recommend you go to dafont.com and download as many new fonts as possible and add them to your computer. We absolutely love having a huge selection to choose from when we do our image editing for our professional clients. Just make sure the ones you download that you have the permission to do so. If you use these new fonts commercially, you may have to pay the creator of the font a small fee. We recommend you pay this fee to help support these creators.

Extra: We will be using the font called **Queen of Heaven** in Lesson 14. Please download this font now while the knowledge of how to download fonts is fresh in your mind.

Finished. This ends this lesson.

Lesson 2: How to Create Your Own Brushes

Adding new brushes you create is a fun way to add your own creative touch to your Designer skillset. In this lesson, we'll show you how to create a simple tree shape and turn it into a brush.

Then, we'll create a scene and use our new brush to show you how it's done.

Ready to start?

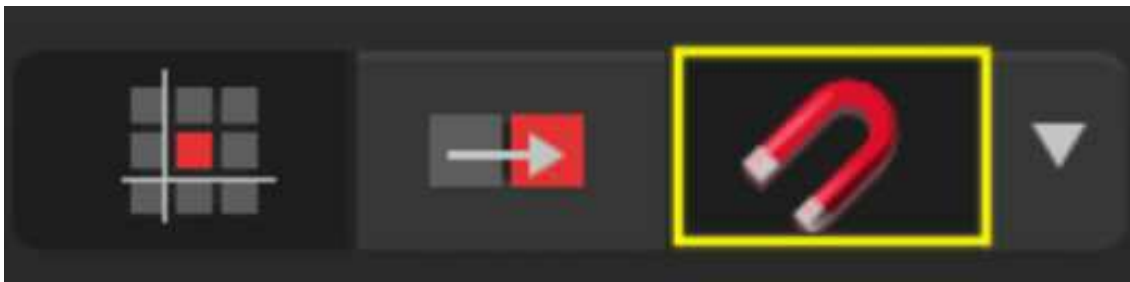
Create a **New Document** to these specifics (or use **Ctrl/Cmd+N**):

- **Web - CD Digital Release**
- **Transparent background** (*checked*)

Now, we're going to create a simple tree shape. To do this, we'll use the Triangle Tool and make three triangles on top of each other. Then, we'll use the Rectangle Tool to make the trunk. Then, we'll transform this shape into a brush.

Here we go.

Go to the **Toolbar** (right side) and *click* on **Snapping** (see yellow rectangle) so it's active. It'll be active when its button is depressed (or darkened).



Click on the **Triangle Tool** so it's active.

Click & drag out a **Triangle shape** on the document. Keep the size about 1/4 the height of the document.

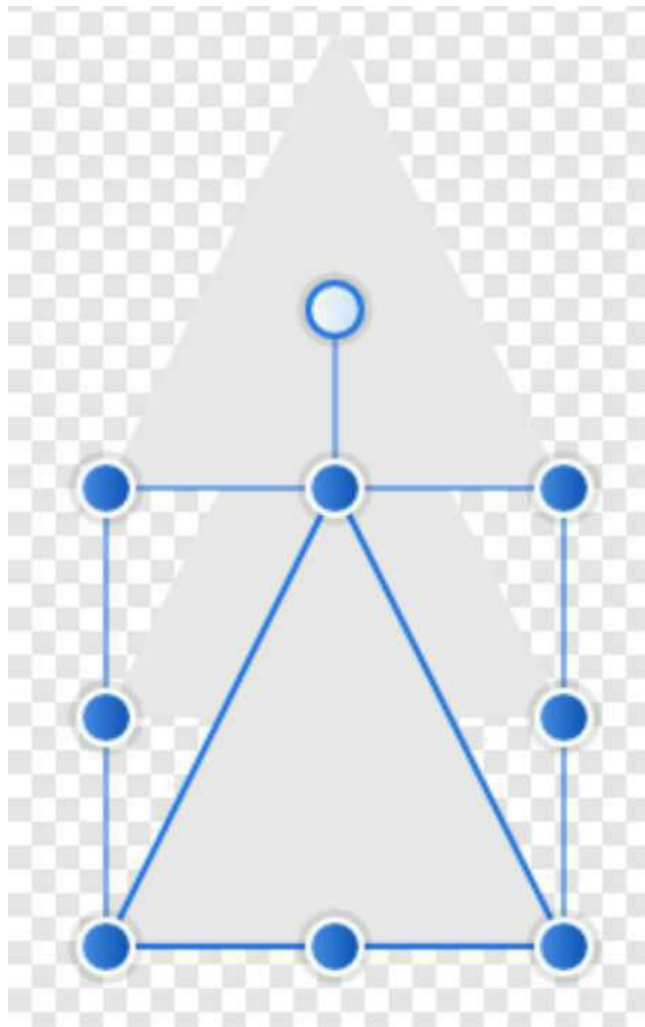
Press **Ctrl/Cmd+J** twice to **duplicate** it two times. You can't see the other two duplicated triangles yet because they are on top of the original triangle.

Click on the **Move Tool** so it's active (or double-click on the canvas area). We are now going to move the two duplicated triangles straight down to create our tree shape.

Click on the **Triangle shape** & drag the **cursor** down to create a shape with two triangles sitting on top of each other.

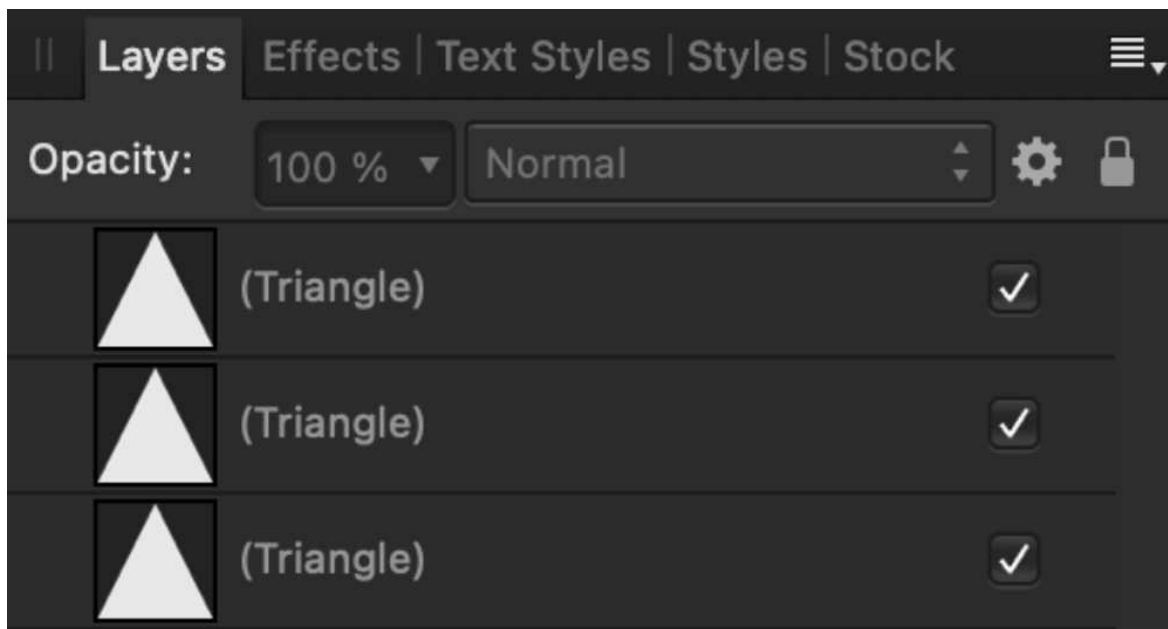
Repeat the **previous step** but move this triangle below the now middle triangle.

Make your three triangles look like this image below. This is our tree. If we wanted to make it better, maybe we'd make the lower two triangle "branches" slightly wider than the top portion. But, for this lesson, we'll keep it to the basics.



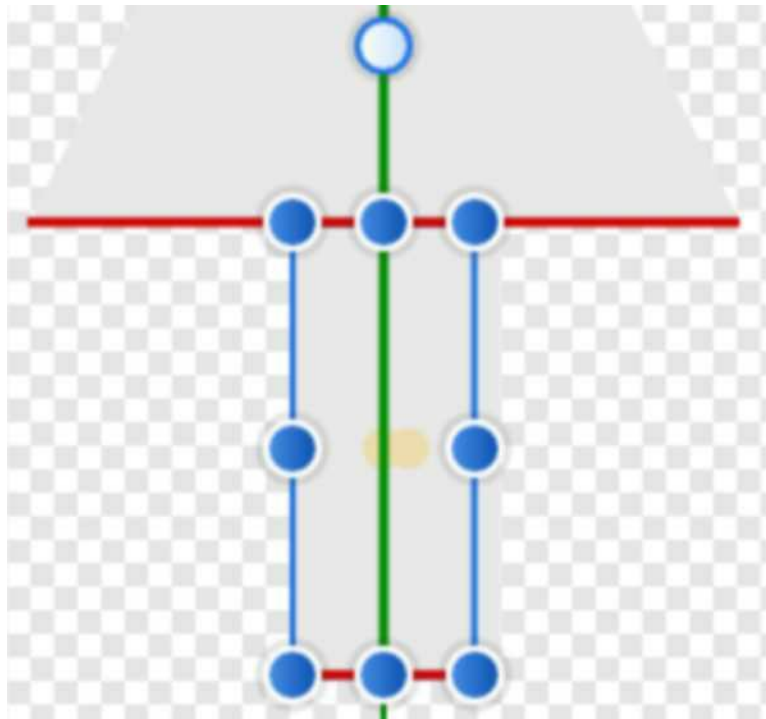
Double-click on the **canvas** so none of the layers are selected. See this

image below for what your Layers Panel should look like after you do this action.



Click on the **Rectangle Tool** and *click & drag* out a **tall rectangle shape** in the position where the trunk would be. Don't worry if it's not perfectly centered.

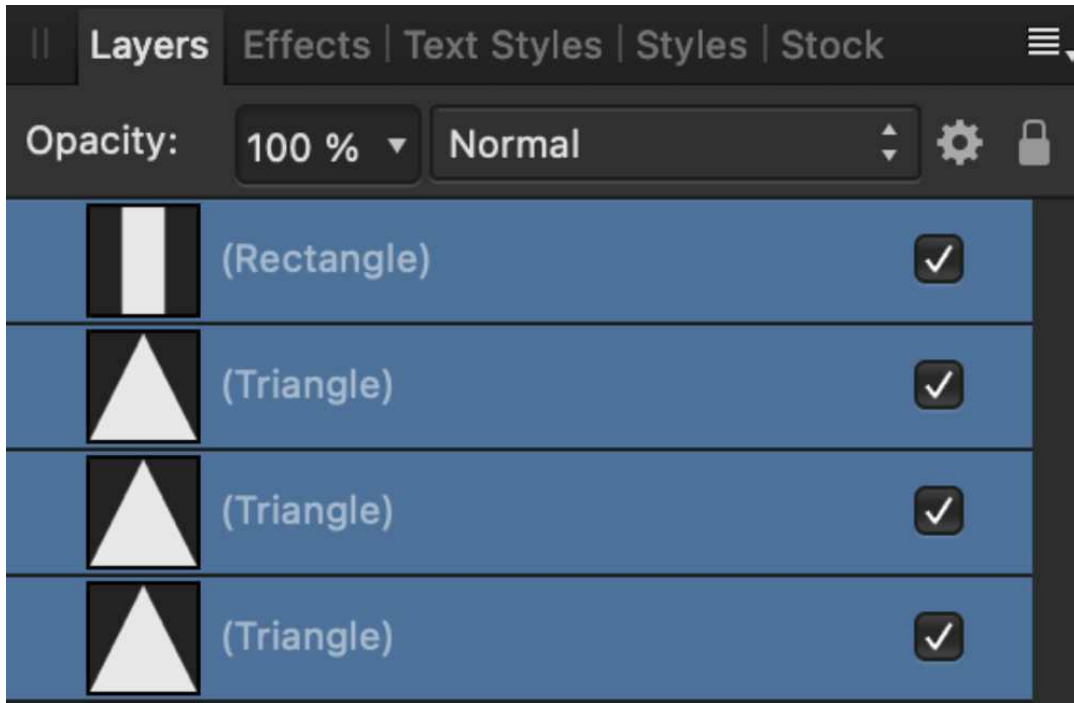
Click on the new **Rectangle shape** & *drag* it to the **exact center** of the tree. Because Snapping is active, you'll see guidelines to show you when the shape is perfectly aligned with the other shapes.



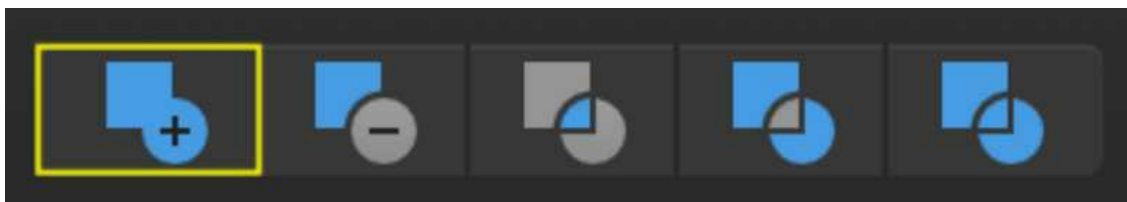
Now, we're going to use the Boolean Tools and make these four stacked shapes combine into one shape. Do you know the Boolean Tool we're going to use to combine all?

*Click on the **Move Tool** and *click & drag* a **selection** over the entire four shapes on our document so all are selected. You can also select the four shapes by *clicking* on the **top layer** in the Layers Panel and then while *holding-down* the **Shift key** *click* on the **bottom layer**. This will select all layers from the top to the bottom.*

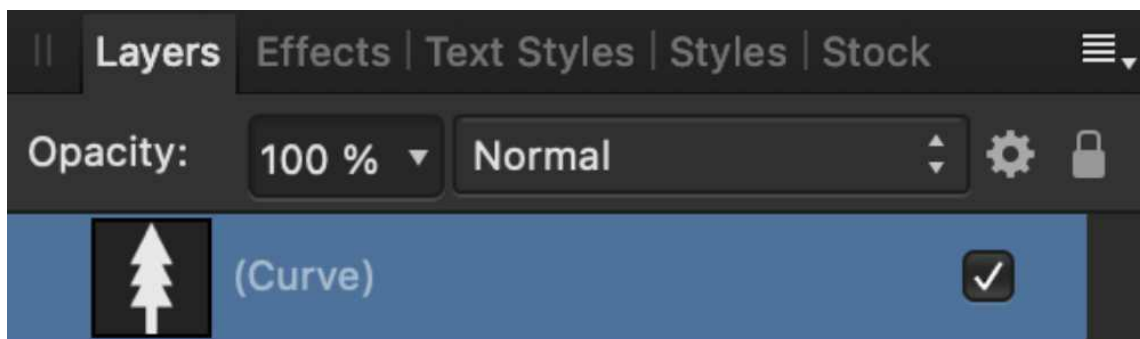
This is what your Layers Panel should look like now:



Go to the far right side of the **Toolbar** and *click* on the **Add Boolean Tool**. This will combine all shapes into a single shape.



Look at the Layers Panel now. See how our four shapes are now only one?



Great. Now that we've created the shape of our tree brush, we need to export it into a folder on our desktop. Then, we'll upload this saved tree brush into our Designer program. After that, we'll use this brush and edit it so it'll do exactly what we want.

Let's continue...

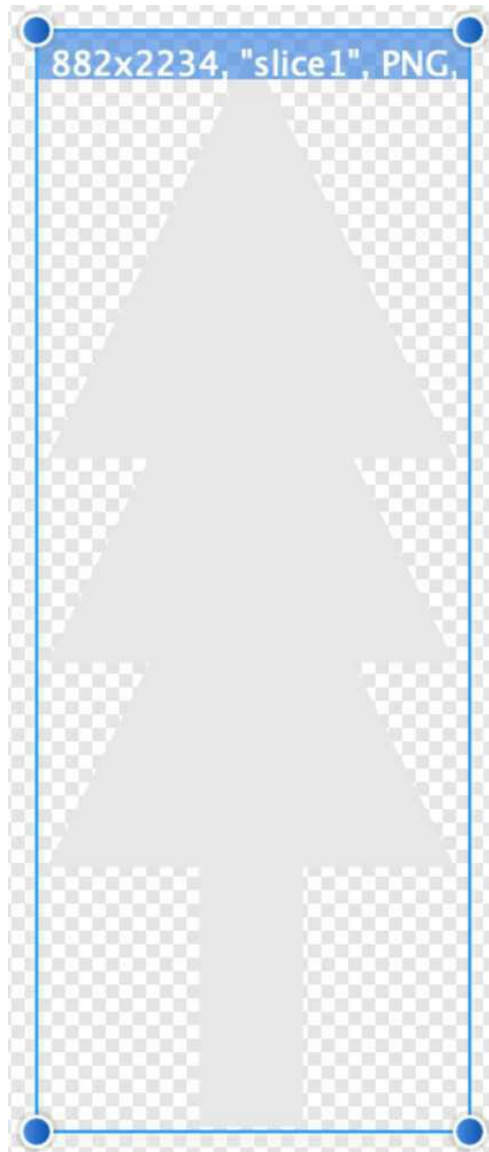
Go to the left side of the **Toolbar** where the three Personas are located.

Click on the right-side **Export Persona**.



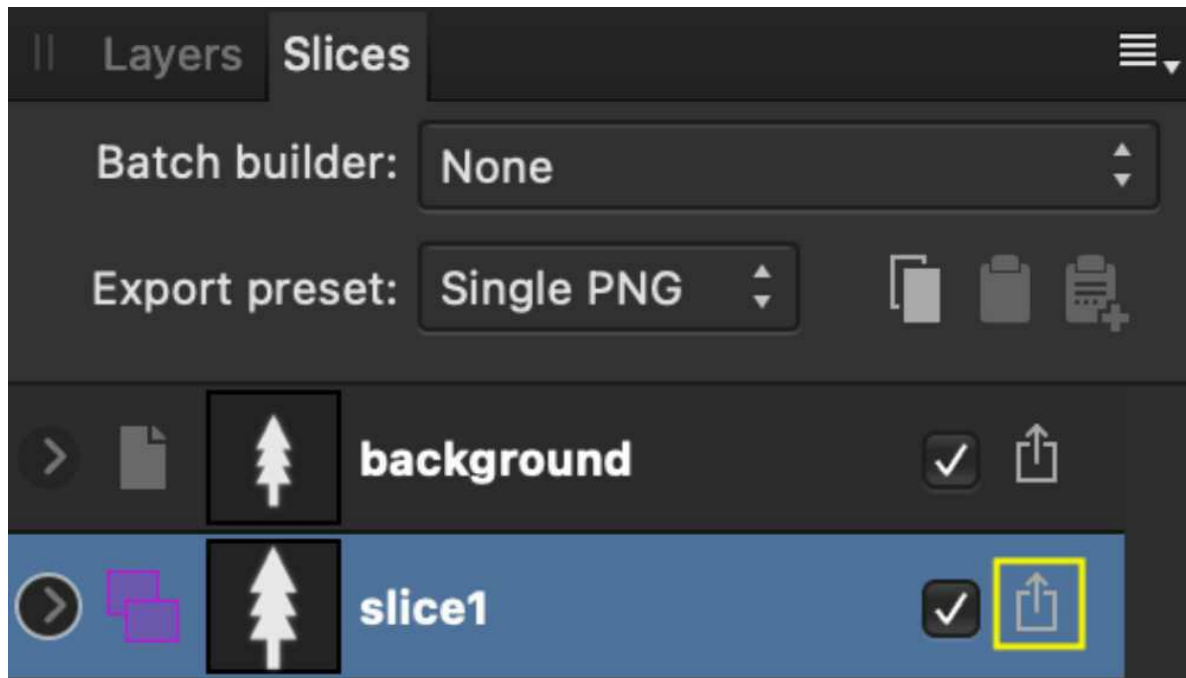
When you enter this Persona, the first tool that'll be selected is the Slice Tool. This tool allows us to draw a selection over just the part of the document we want to export into a new location. This is a very helpful tool considering our document is a very large 3,000 x 3,000 pixels in size. This will lower the file size of our tree shape - which we prefer. The Slice Tool works just like the Move Tool.

Click & drag a **square selection** over the tree shape. Try to make the borders of the Slice Tool fit as closely to the tree as possible.



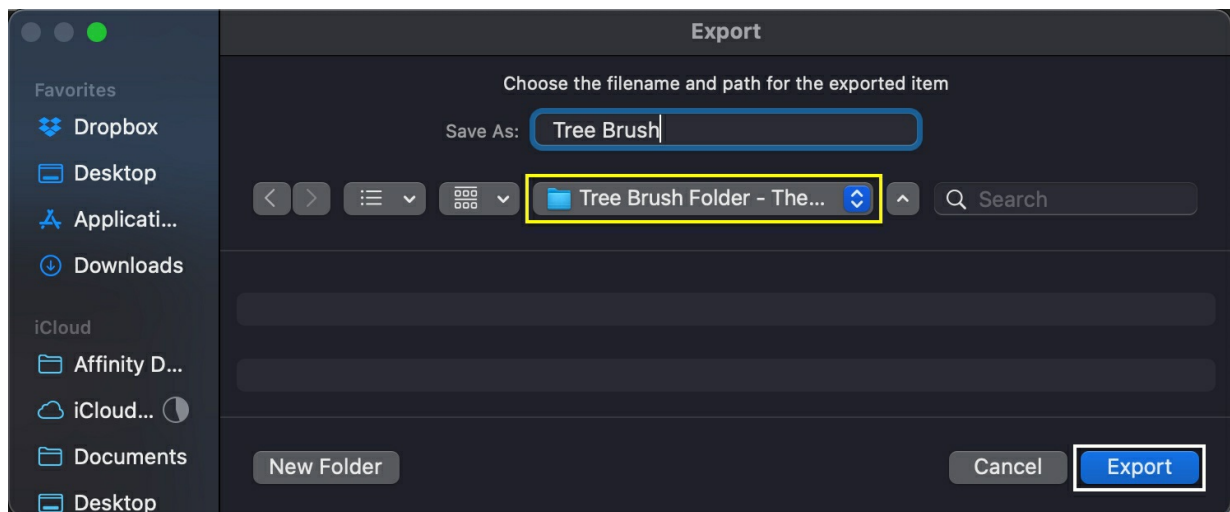
Go to the **Layers Panel** and *look* how there's a **new tab** named slice1. This new panel shows you the object we literally sliced out of the whole document. This is a helpful function in Designer.

Click on the **Export button** on the right-side of the slice layer (see the small yellow square in the below image). This will open a folder location where we can export our tree.



Type **Tree Brush** as the **Save As...** file. Place it in a **folder** of your choosing. For this lesson, we created a new folder (see yellow rectangle in the below image).

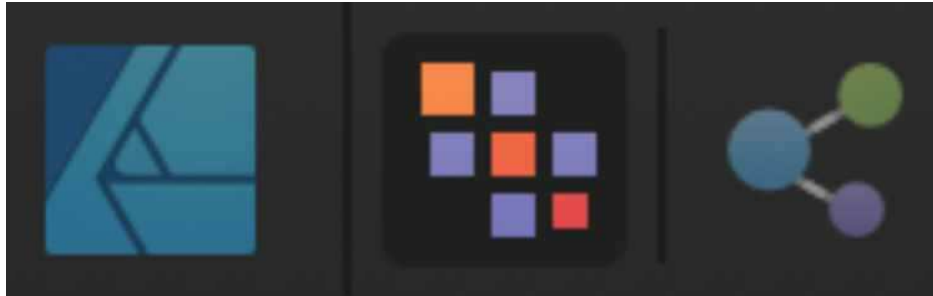
Press **Export** when you're done finding its new home (see the white rectangle).



We're now done creating our brush file. But, let's now add it to Designer so it'll always be a part of the software. Then, after we've added it as a brush, we'll use this brush is a simple document.

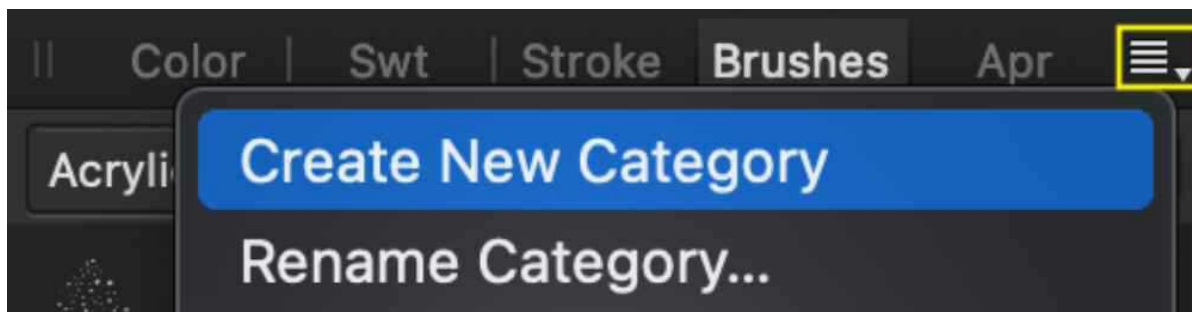
You should be looking at Designer's screen now.

Go to the left side of the **Toolbar** and *click* on the middle **Pixel Persona**. We need to activate this Persona because this is where this brush will reside.



Go to the **Studios** area and *click* on the **Brushes tab** so it's active and highlighted in white (see the below image).

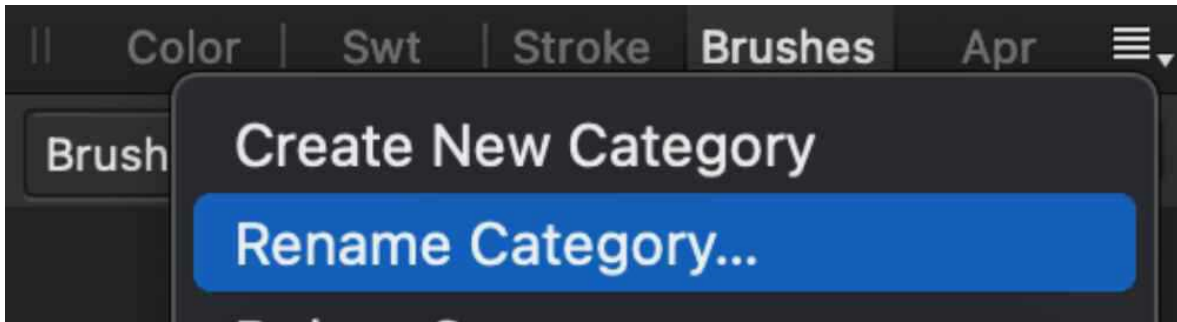
Click on the **Brushes menu** icon (see the yellow rectangle in the below image). This will open a pop-out window where you need to *click* on **Create New Category** (see blue-highlighted selection).



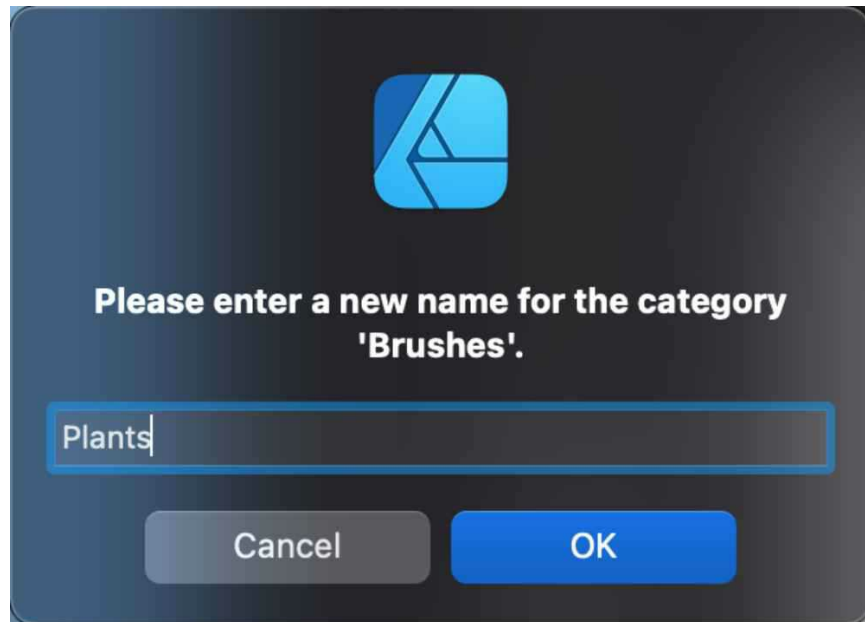
Although its default name is a generic Brushes, we want to change this to match the type of new brushes we'll be adding to Designer.

Click again on the **Brushes menu** icon so its pop-out window appears again.

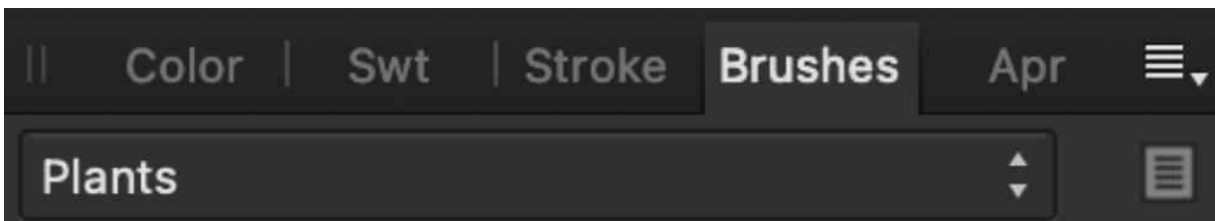
Click on **Rename Category...** When you do this another pop-out window will appear where you need to type in the name of the brushes folder you want.



We'll *type* **Plants** because we'll eventually add other plant-like brushes to this folder. Name this folder anything you want.

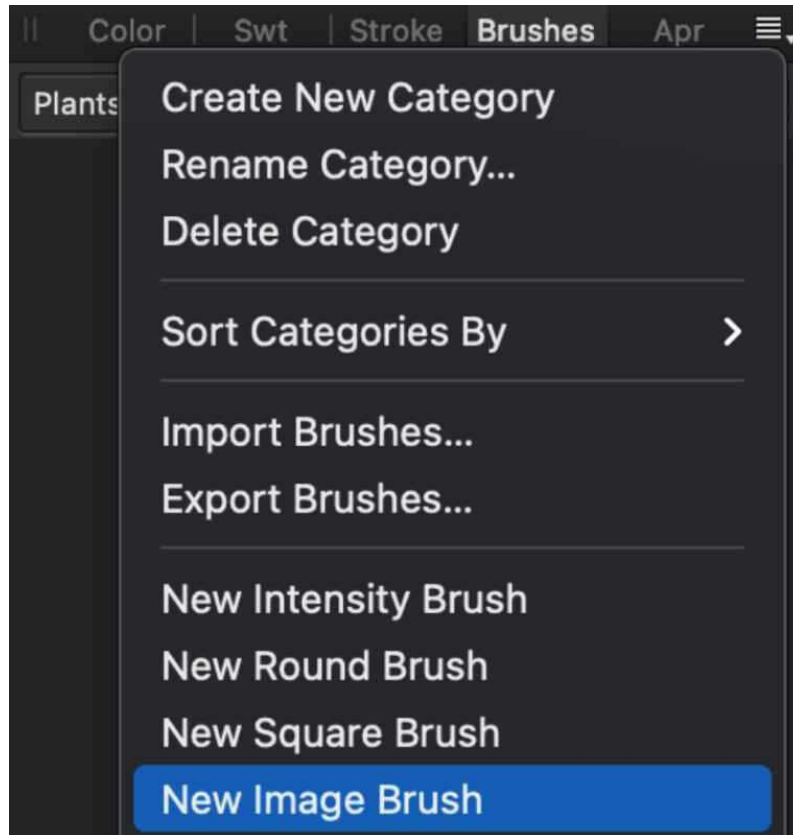


The brushes folder is now labelled as Plants.



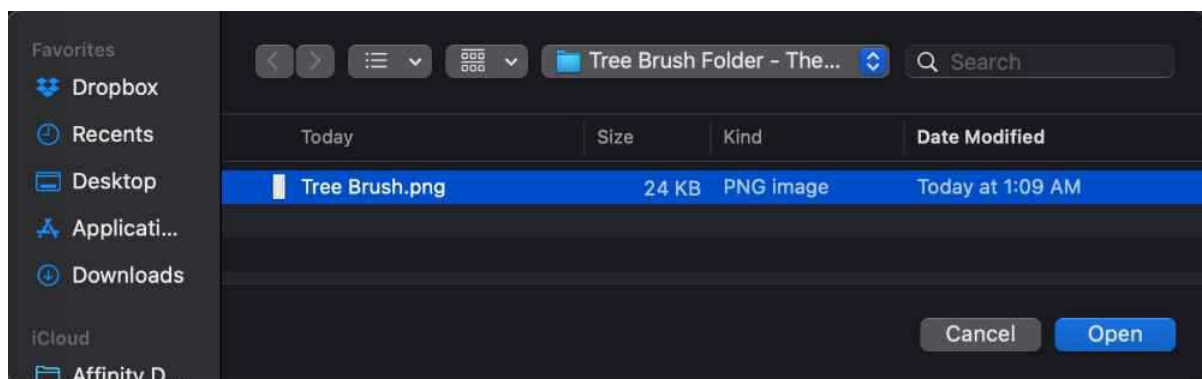
Click again on the **Brushes menu** icon so its pop-out window appears again.

Click on **New Image Brush**. This will open the folder where we placed our Tree Brush.



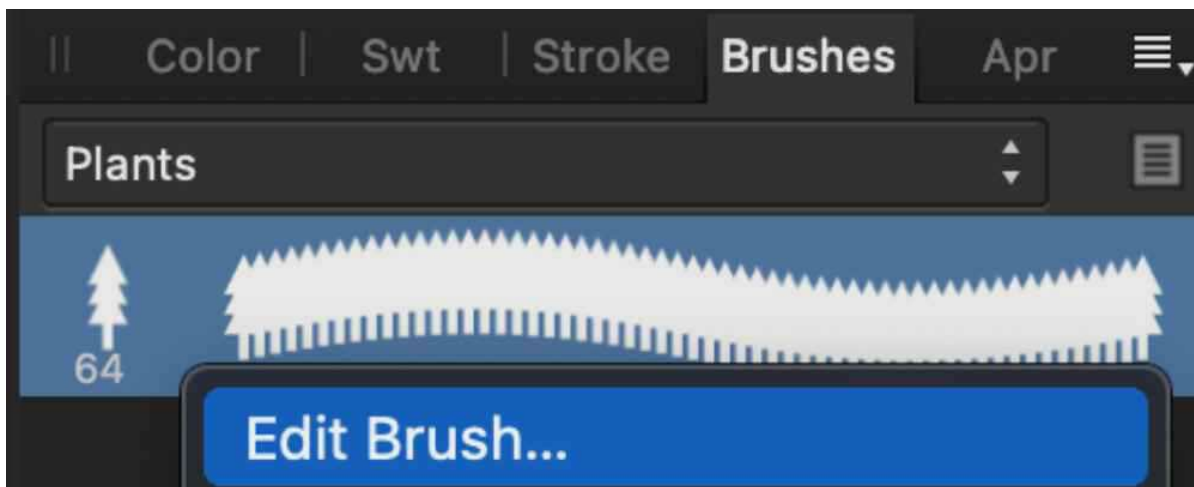
Note: If we were using a drawing pad, we'd choose New Intensity Brush because that brush allows us to paint using different levels of pressure as we paint with our brushes. We have this pad, but for this lesson, we'll act like we don't.

Click on the **Tree Brush.png** file and then **press Open**. When you do this, immediately our tree brush will appear in the Brushes panel area. Pay attention to the fact that we now have our very own brush we can use in Designer, and it's located inside our newly created Plants brush category.



The next part is personal preference. But, because this is probably the first time you've seen these screens and sliders, we'll walk you through how we set up this new brush. After you've played around with these screens and sliders, you'll get a better grasp of how to do these adjustments.

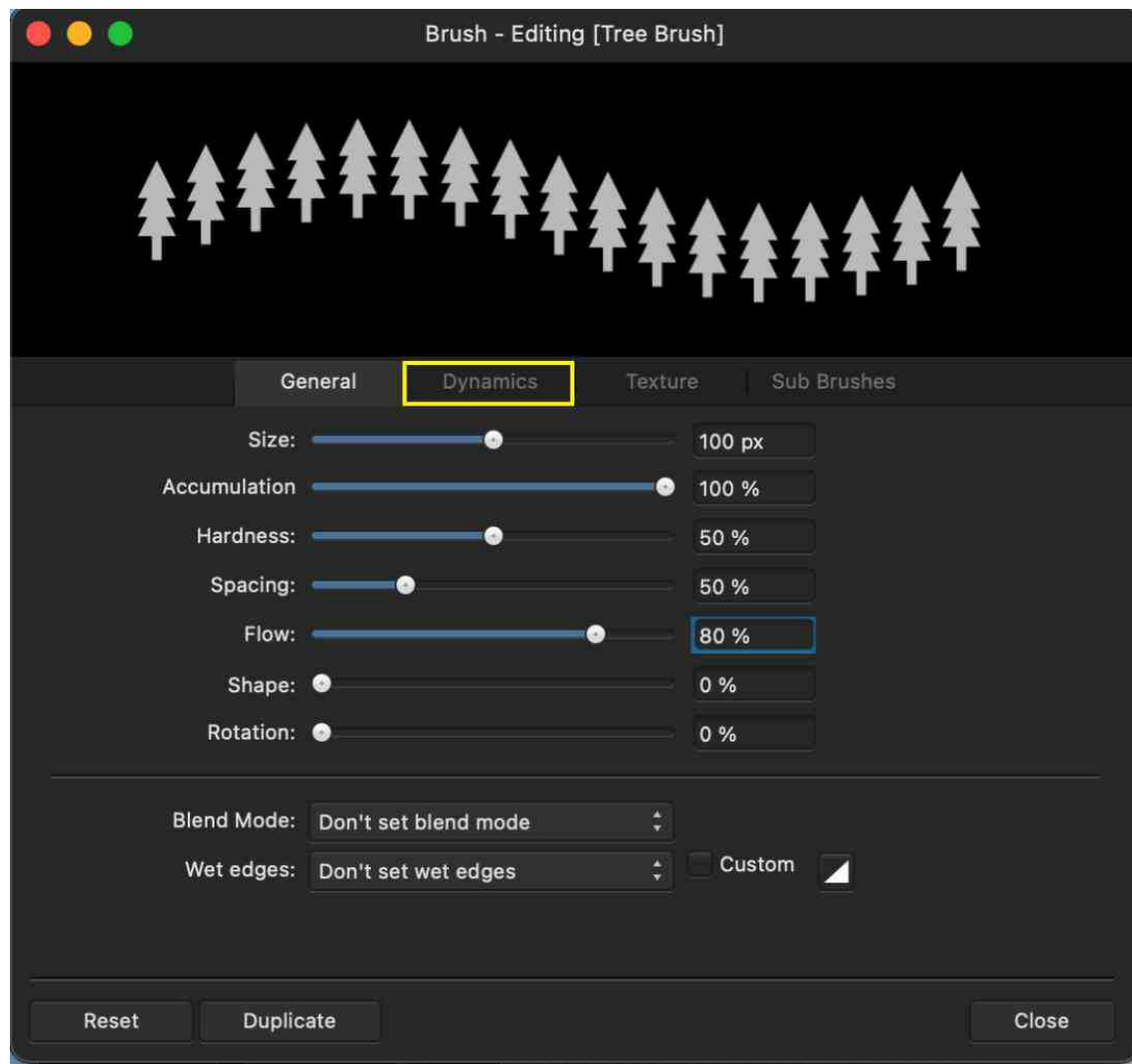
Right-click on the **Tree Brush** and *choose* **Edit Brush** from the pop-out window. This will open a window with lots of adjustment sliders. These sliders allow us to change the appearance of our brush as it's used to paint out its tree shapes out on our document.



The pop-out window has a lot of adjustment sliders you can change. This is what we want you to do. *Click & drag* on **every one** and *move* it **all the way** to the **right** and then back again to the **left**. This is the best practice. It allows you to see the extremes of both sides. Then, you can work on finding the best value for your needs.

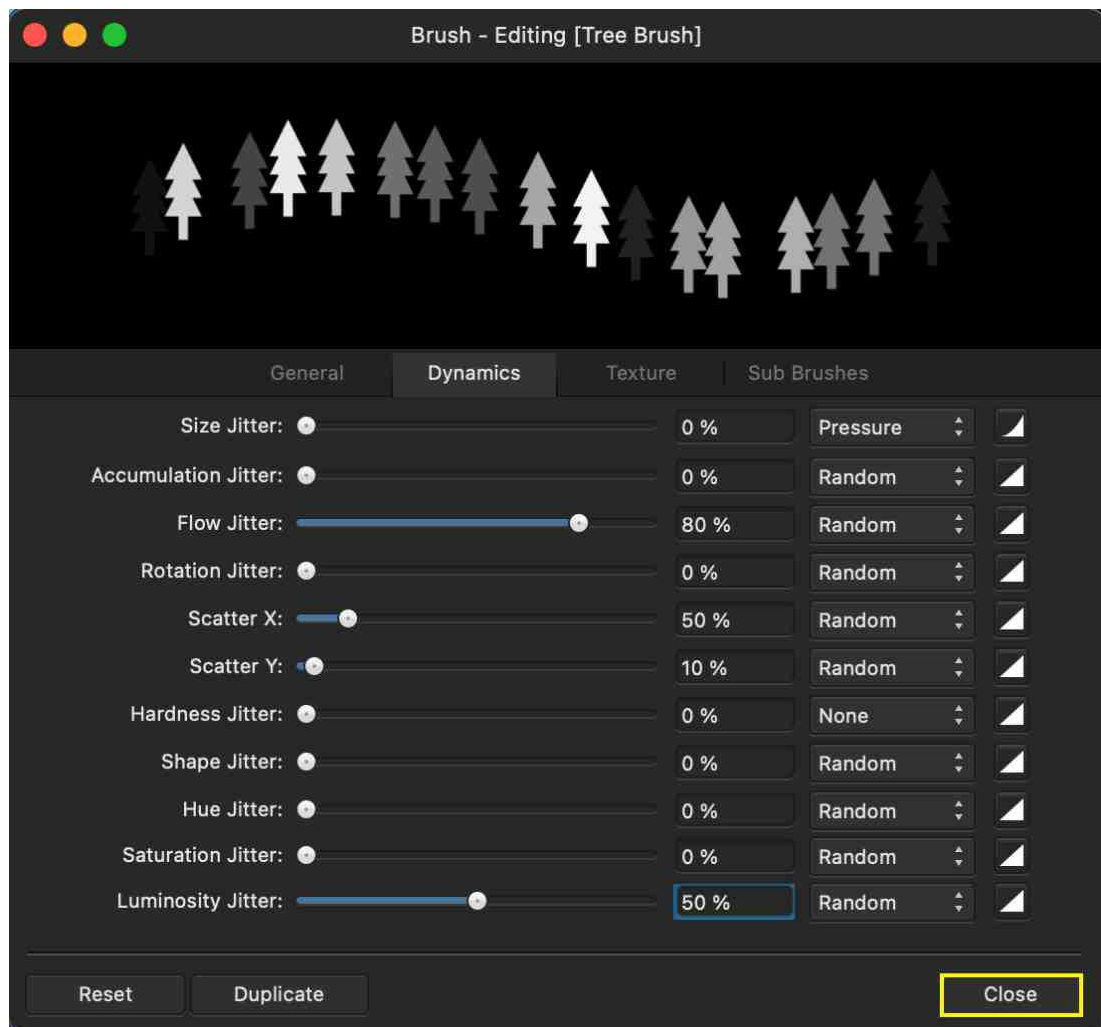
Click the **Reset button** in the pop-out window's bottom left corner. This will reset all of the sliders to their original position.

Look at these two screenshots and set your adjustment sliders to the same values we have. When you are done matching your screen to ours, click on the Dynamics tab (see the yellow rectangle). This will open a similar pop-out window.

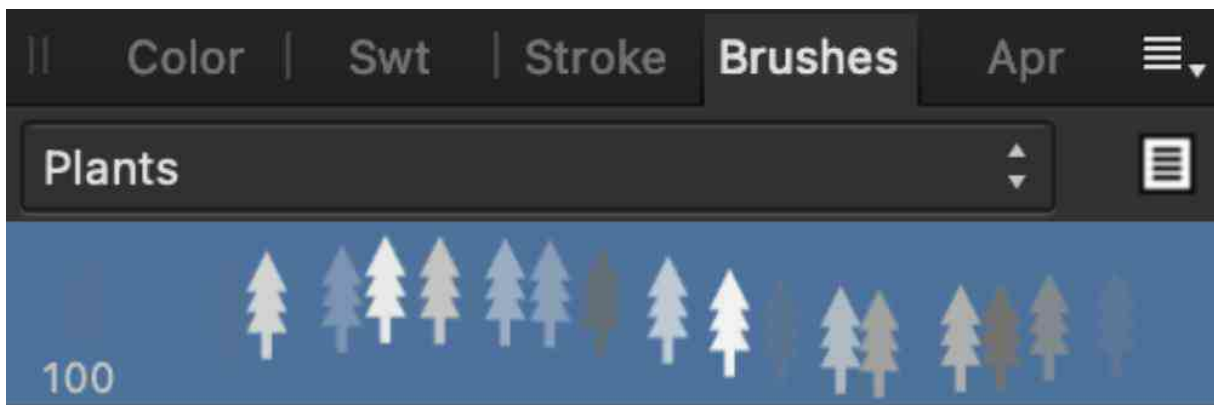


Set the **adjustment values** you see in this second pop-out window to match your own screen. Look at the top of the pop-out window to see how our new brush will look inside our document as you use it like a paint brush. We love it how the trees are of different color and positioned differently than just standing in a line.

Press **Close** when you're done (see the yellow rectangle in the below image).



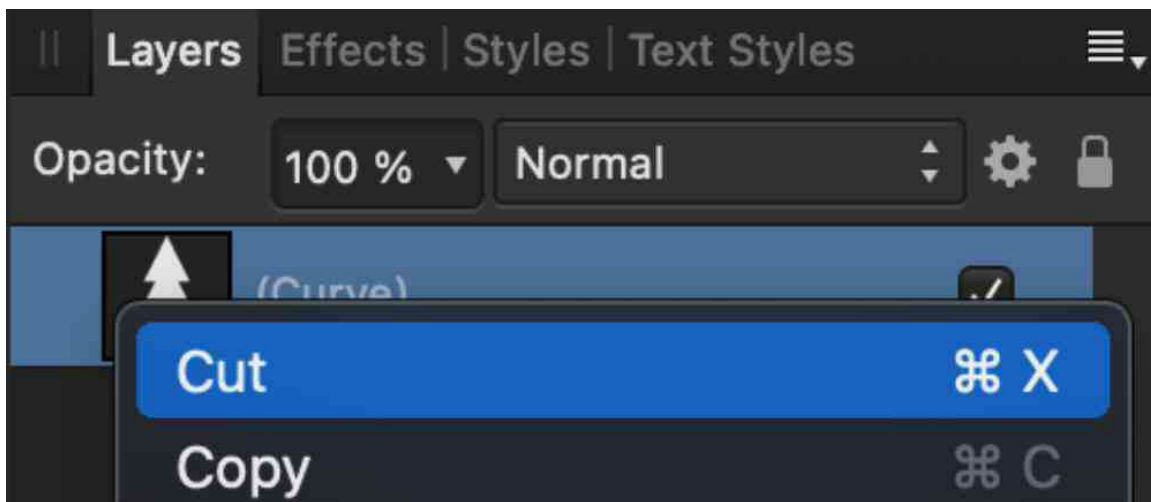
Look at the **Brushes panel** and see how our trees brush has changed in appearance (see blue-highlighted trees).



Now, let's see what our new brush looks like inside our document.

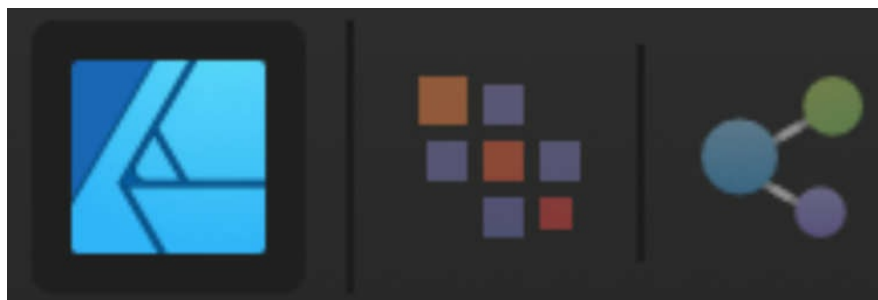
Go to the **Layers Panel** and *click* on the **Tree (Curve)** layer.

*Right-click the **mouse button** and select **Cut**.* This will remove the tree from our document.

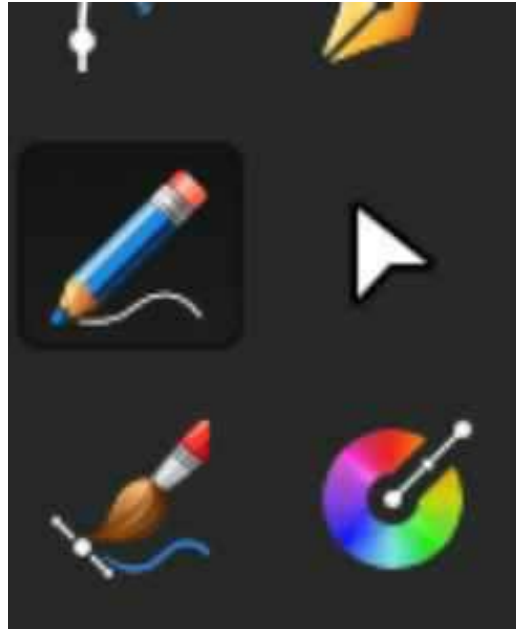


Ok. Let's now create a very simple landscape and add our trees to it. You should have a blank document in front of you.

Go to the **Toolbar** (far left side) and *click* on the left-side **Designer Persona**.

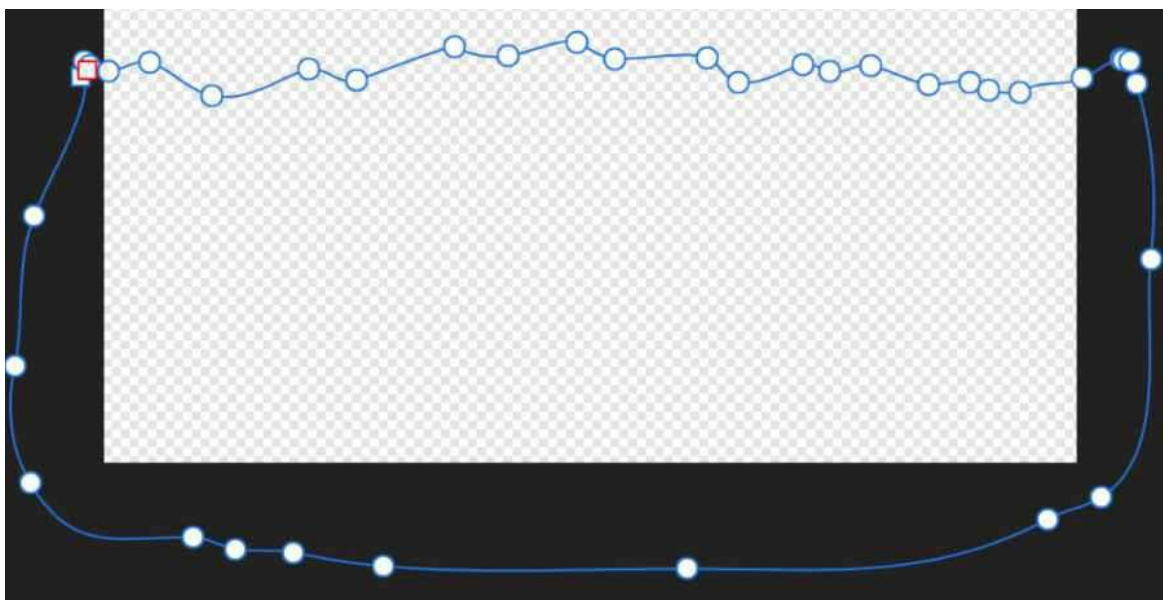


*Click on the **Pencil Tool** so it's active.*



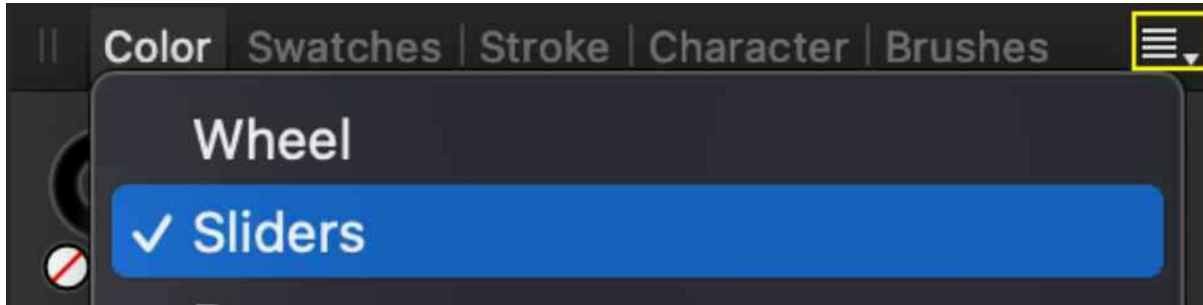
With the Pencil Tool, we are going to draw across the lower middle part of the document. We'll start outside the left-side of the document and drag a pencil line over the document. Then, we'll continue drawing underneath and around the left-side of the document to end again at the start. The blue square is the starting point and the red square is the ending point (look at the top-left part of the pencil circle).

See this screenshot to see what we mean.



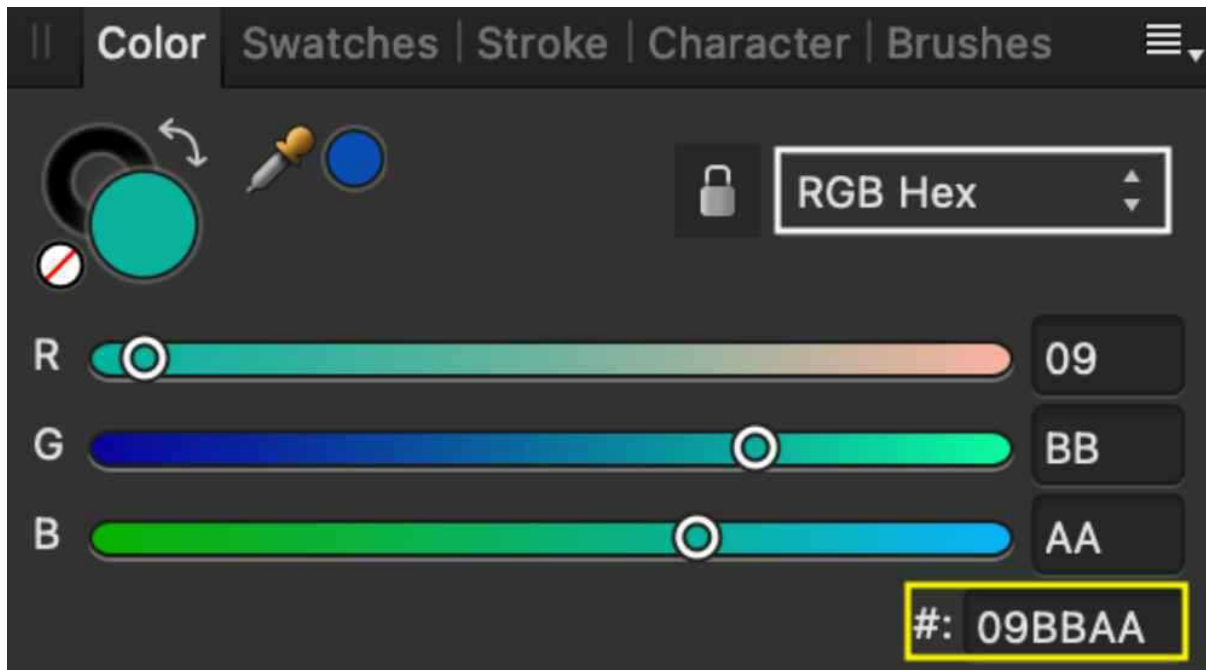
Go to the **Colors Panel** and *click* on its **menu** icon (see yellow rectangle).

Click on *Sliders*.



Click on the **Color Format** pop-out box (see the white rectangle in the below image) and click on **RGB Hex**.

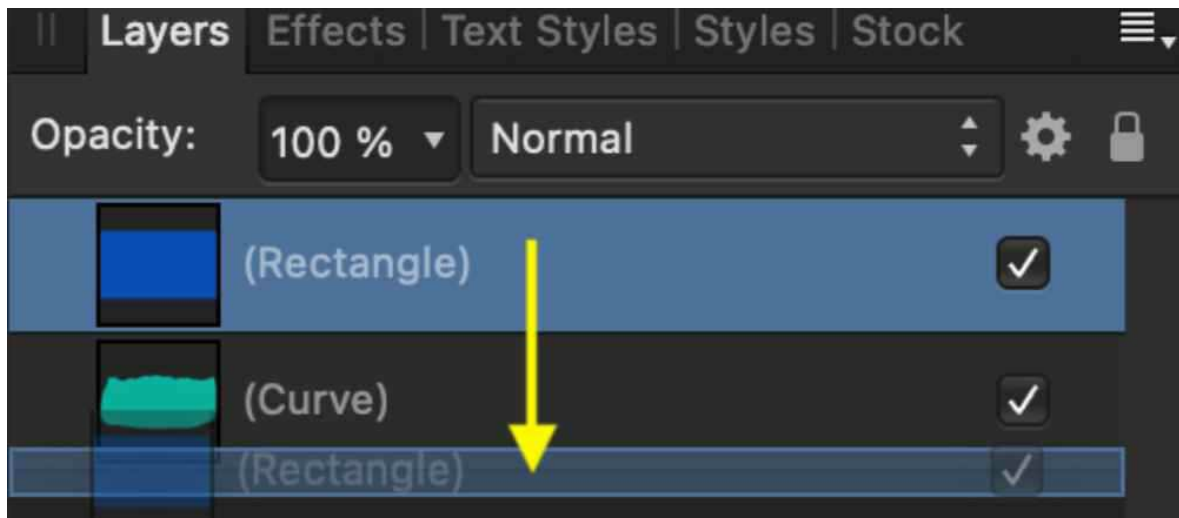
Click on the **RGB Hex value box** (see the yellow rectangle in the below image) and type **09BBAA**. This will make the Fill area of our penciled-in area in our document to turn a nice green. Most importantly, the green you now see on your screen is the exact same green we are using while we're creating this lesson.



Click now on the **Rectangle Tool** and click & drag a **rectangle** over the entire document. Remember our advice when placing a rectangle over a document? Try to keep as close to the borders as possible. It isn't always necessary, but it's a good practice to get used to.

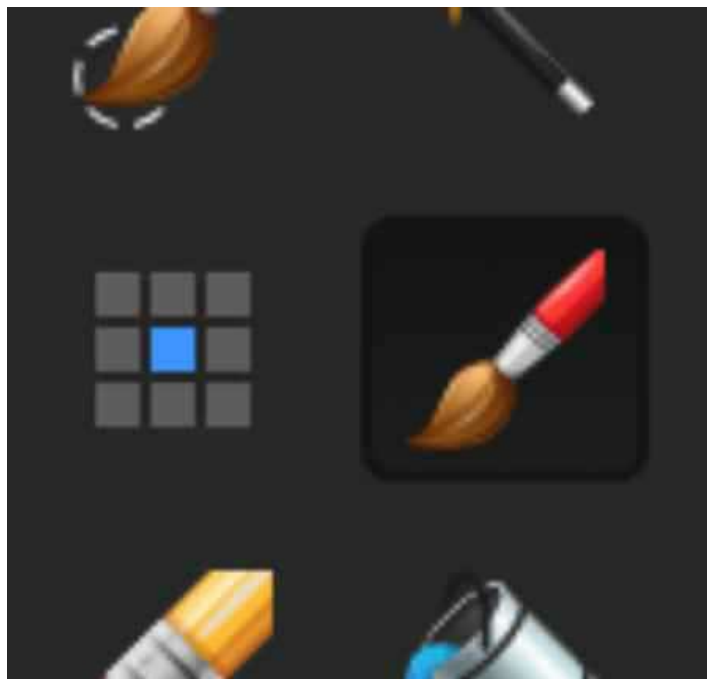
Click again on the **RGB Hex value box** (yellow rectangle above) and type **0958BB**. This will make the rectangle turn a nice blue.

Click on the top **Rectangle layer** and *drag* it **beneath the green (Curve) layer** (see the yellow arrow for this action).



Go to the **Toolbar** (far left side) and *click* on the middle **Pixel Persona**.

Click on the **Paint Brush Tool** so it's active.



Go to the **Brushes panel** and you should see our **Tree** brush. Now, we are

going to use the Paint Brush and paint one line of our trees over the middle of our document.

Note: Make sure the bottom Rectangle layer is active (or highlighted in blue).

Click & drag the **Paint Brush** over the grass line starting from just off the left side of the document and finish just off the right side of the document (off the document).

This is what our document looks like now. We purposefully cut out some of the top blue area as well as some of the grass area so the image would be smaller and fit the page better.



If you need to adjust where the trees are because maybe they are too small or you can see the bottoms of some of their trunks, then, use the Move Tool to rearrange the trees to the position you want them at.

Done. You now know how to create your own brush and how to use that new brush in a new document.

Please feel free to send us your work so we can look at it. We love interacting with our readers. Email us at: kuhlmanpublishing@yahoo.com

Finished. This ends this lesson.